

CLAIMS

1. A method for determining bounds for a display object that is displayable on a display, comprising:

for each bound, defining a vertical location on the display according to a fraction of a height of the display;

for each bound, defining a horizontal location on the display according to a fraction of a width of the display; and

defining a size of the display object according to a tiered sizing schema that defines multiple sizes according to a fraction of the height and width of the display.

2. The method as recited in claim 1, wherein:

the fraction of the height further comprises a percentage of the height from a top edge of the display; and

the fraction of the width further comprises a percentage of the width from a left edge of the display.

3. The method as recited in claim 1, wherein the fraction of the height and width of the display further comprises a percentage of the height from a top edge of the display and a percentage of the width from a left edge of the display, respectively.

4. The method as recited in claim 1, wherein the bounds are defined without regard to display units associated with the display.

1 5. The method as recited in claim 1, further comprising rendering the
2 display object on the display.

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4 6. The method as recited in claim 1, further comprising providing one
5 or more interfaces that enable visual aspects of the display control to be externally
6 defined.

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8 7. A tiered sizing schema, comprising:
9 a definition for a size of a first-sized display object, the first-sized display
10 object being defined according to a fraction of a height and a width of a display;
11 a definition for a size of a second-sized display object, the second-sized
12 display object being defined according to the height and width of the display; and
13 wherein a graphical user interface adhering to the tiered sizing schema may
14 only include display objects having a size of the first-sized display object or the
15 second-sized display object.

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17 8. The tiered sizing schema as recited in claim 7, wherein the fraction
18 of a height and a width of a display further comprises a percentage of the height of
19 the display measured from a top edge of the display, and a percentage of the width
20 of the display measured from a left edge of the display, respectively.

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22 9. One or more computer-readable media containing computer-
23 executable instructions that, when executed on a computer, perform the following
24 steps:
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1 defining a first bound of a display object on a display on which the display
2 object is displayed according to a fraction of a height of the display and a fraction
3 of a width of the display;

4 defining a second bound of the display object according to a fraction of the
5 height and width of the display; and

6 selecting a size for the display object from multiple sizes defined by a
7 tiered sizing schema for display object sizes.

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9 10. The one or more computer-readable media as recited in claim 9,
10 wherein the fraction of the height of the display further comprises a percentage of
11 the height of the display from a top edge of the display.

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13 11. The one or more computer-readable media as recited in claim 9,
14 wherein the fraction of the width of the display further comprises a percentage of
15 the width of the display from a left edge of the display.

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17 12. The one or more computer-readable media as recited in claim 9,
18 further comprising one or more interfaces that enable visual aspects of the display
19 control to be externally defined.

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21 13. The one or more computer-readable media as recited in claim 9,
22 further comprising rendering the display object on the display.

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24 14. A method, comprising:
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1 defining visual aspects of a graphical user interface to render on a display,
2 the graphical user interface containing at least one display object;
3 receiving size and location information regarding the display object from an
4 application that utilizes the graphical user interface; and
5 wherein the size and location of the display object are defined in
6 accordance with a tiered sizing schema.

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8 15. The method as recited in claim 14, wherein the tiered sizing schema
9 defines sizes of the display object are allowed for use with the graphical user
10 interface.

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12 16. The method as recited in claim 14, wherein the size and location of
13 the display object are determined by two or more bounds locations, each bound
14 location being defined as a fraction of height and width of the bound location with
15 respect to a height and width of the display, respectively.

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17 17. The method as recited in claim 16, wherein the fraction of height
18 with respect to the height of the display further comprises a percentage of the
19 height of the display from a top edge of the display.

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21 18. The method as recited in claim 16, wherein the fraction of width
22 with respect to the width of the display further comprises a percentage of the width
23 of the display from a left edge of the display.

1 19. The method as recited in claim 14, wherein the defining visual
2 aspects of the graphical user interface further comprises defining visual aspects of
3 display objects in the graphical user interface.

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5 20. The method as recited in claim 14, wherein the defining visual
6 aspects of the graphical user interface further comprises defining visual aspects of
7 display objects in the graphical user interface, and wherein the defining visual
8 aspects of the display objects is independent of defining the size and location of
9 the display objects by the application.

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11 21. The method as recited in claim 14, wherein the defining visual
12 aspects of the graphical user interface further comprises defining visual aspects of
13 display objects in the graphical user interface.

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15 22. A system, comprising:
16 an application that defines one or more display objects according to a
17 fraction of a height and width of a display; and
18 a graphical user interface that defines visual aspects of the one or more
19 display objects.

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21 23. The system as recited in claim 22, wherein the defining the display
22 object according to a fraction of the height further comprises defining a height
23 location for at least two bounds for each display object, each height location being
24 defined as a percentage of a the height of the display that the bound is located
25 from a top edge of the display.

1 24. The system as recited in claim 22, wherein the defining the display
2 object according to a fraction of the width further comprises defining a width
3 location for at least two bounds for each display object, each width location being
4 defined as a percentage of a the width of the display that the bound is located from
5 a left edge of the display.

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7 25. The system as recited in claim 22, wherein:
8 the application defines display objects according to a tiered sizing schema;
9 the visual aspects of the graphical user interface conform to the tiered
10 sizing schema; and
11 the tiered sizing schema defining one or more display object sizes to which
12 the display objects contained in the graphical user interface must conform.

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14 26. The system as recited in claim 25, wherein the tiered sizing schema
15 further comprises definitions for a small-sized display object, a medium-sized
16 display object, and a large-sized display object.

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18 27. The system as recited in claim 25, wherein the tiered sizing schema
19 defines the sizes according to a fraction of the height and width of the display.

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21 28. The system as recited in claim 25, wherein the tiered sizing schema
22 defines the sizes according to a percentage of the display that the display object
23 may occupy.